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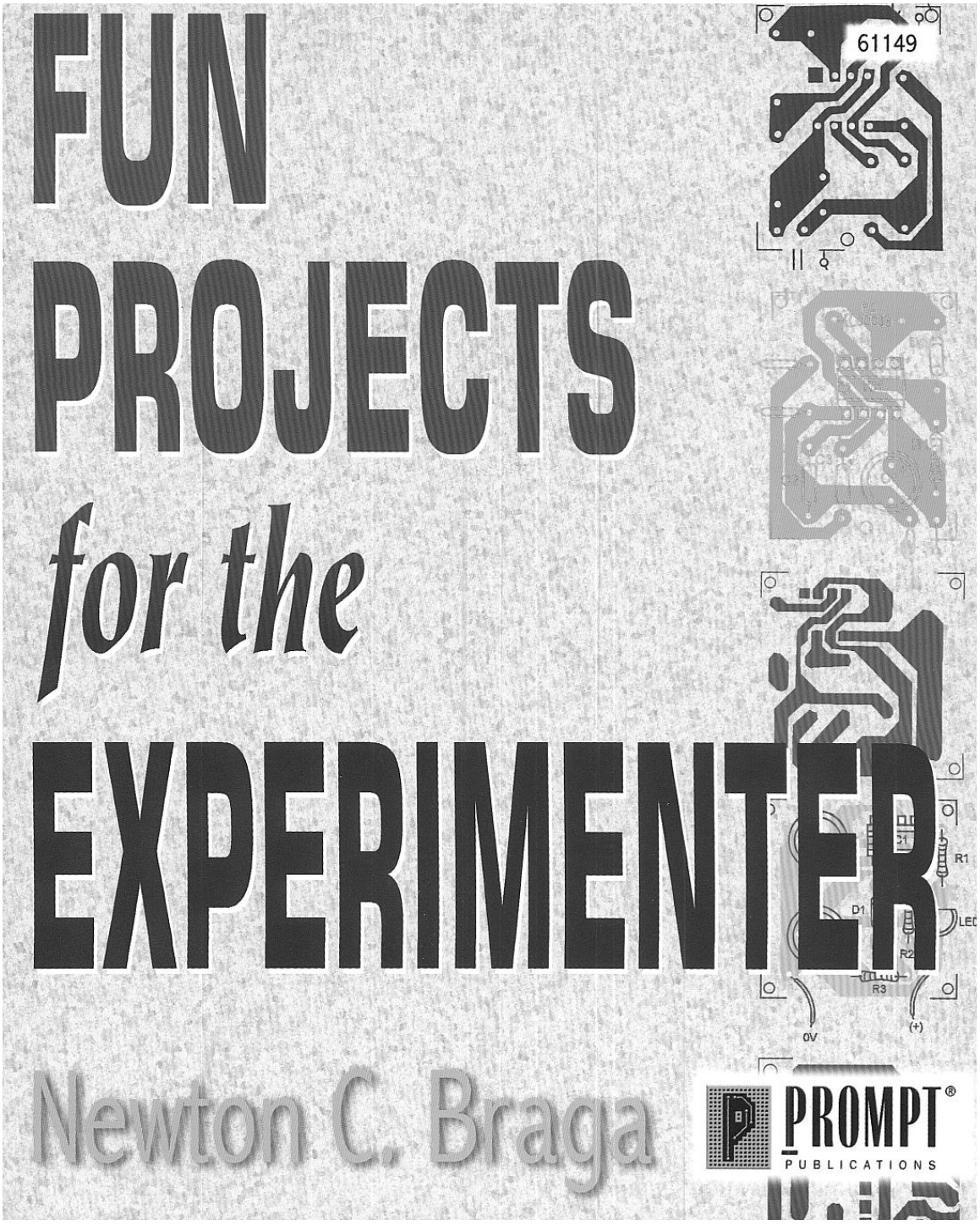

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FUN PROJECTS FOR THE EXPERIMENTER

The science of electronics is mysterious and confusing to most of the world. It has become so complex and specialized, invading nearly every product we use, that some believe its mysteries are confined to the high-tech science labs and R&D departments of major manufacturers.

However, there is a multitude of students, hobbyists, and basement experimenters who are fascinated with electronics, and although they don't have all the high-tech expensive equipment, still want to explore and expand their knowledge of this ever-growing field.

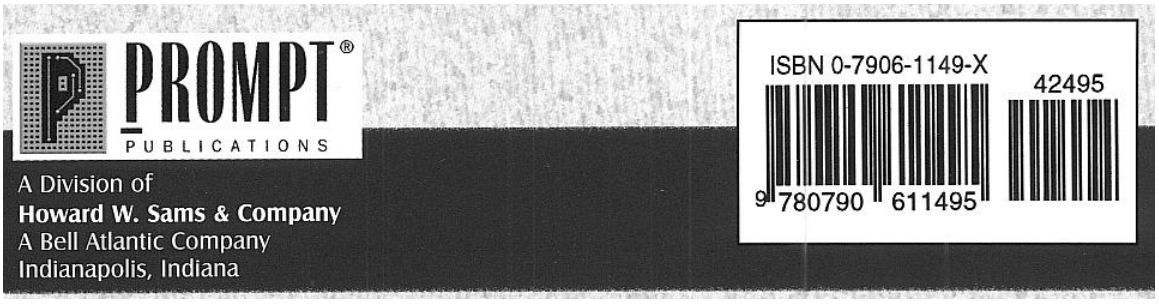
For those of you looking for a way to put your skills to work, we present *Fun Projects for the Experimenter*. Author Newton C. Braga, whose works have appeared in electronics magazines for over 20 years, has collected herein fifty of his most fun, easy-to-build and practical projects for your enjoyment.

Basic electronic principles and fundamentals are stressed. These projects are primarily stand-alone, low-cost, and with few components, intended for one evening of work. The components needed are listed, along with schematics, and hints and questions about the circuits are included to stimulate your imagination regarding possible modifications and alternate uses. Examples of projects include:

- LED Flasher
- Mini-Metronome
- Electronic Fishing Lure
- 6V Power Supply
- Micro FM Transmitter
- Touch Switch
- Continuity Tester
- Signal Tracer
- Noise Generator
- Wireless Beeper

...and many more

As electronics continues to invade chemistry, biology, physics and the rest of the sciences, the need to understand its basic principles is becoming more necessary. For hobbyists and students wanting to get a head start toward that understanding, *Fun Projects for the Experimenter* will provide answers to many of your questions.



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